Battle engine aquila™

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WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

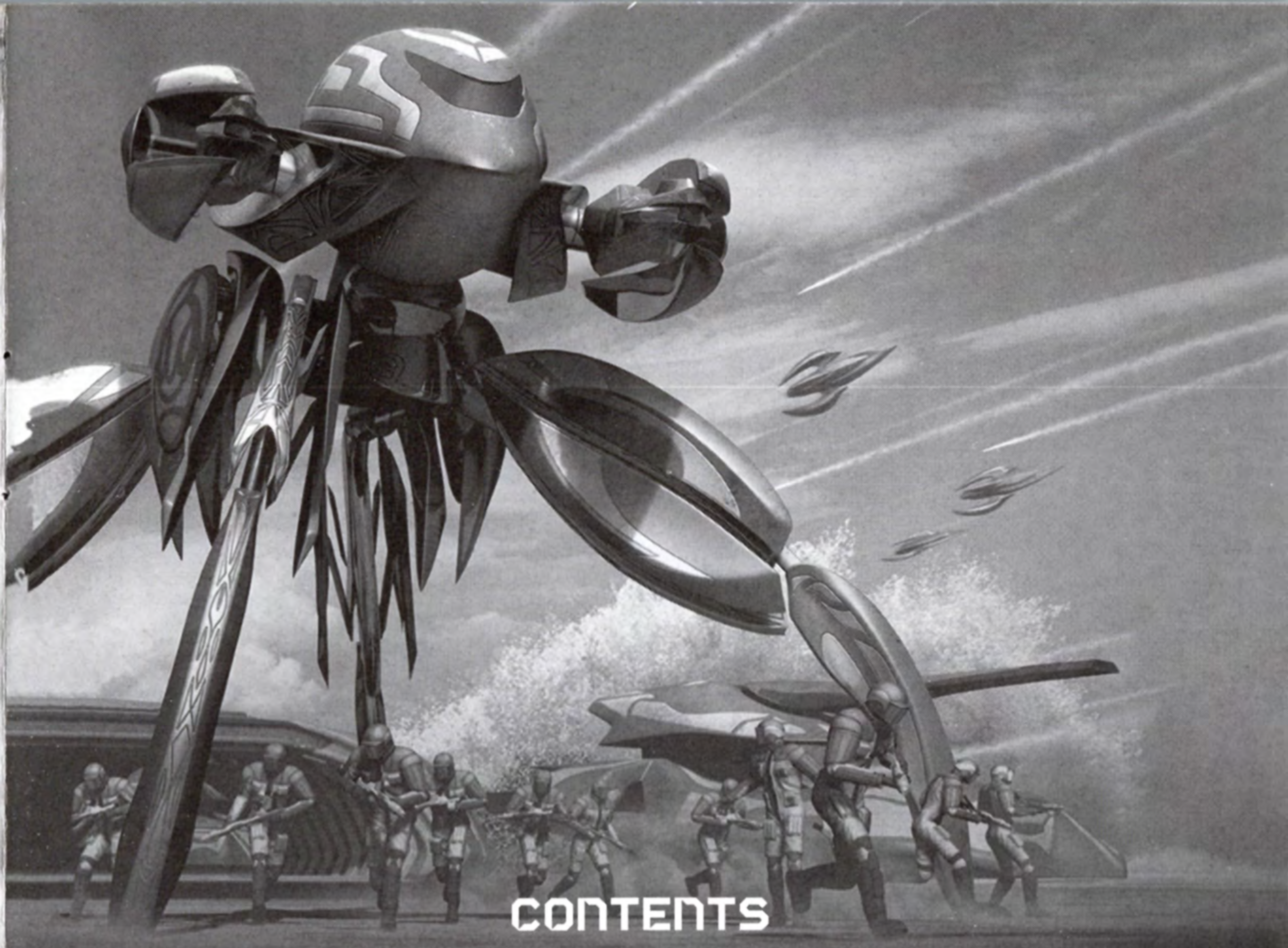
Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



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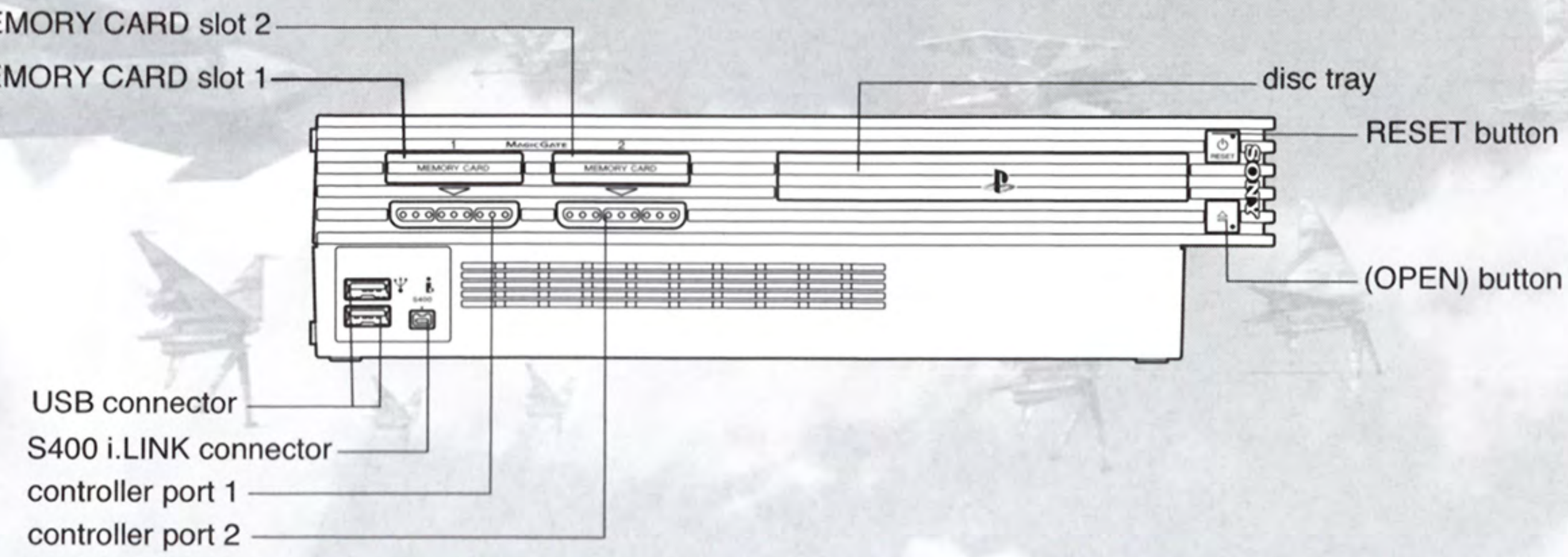
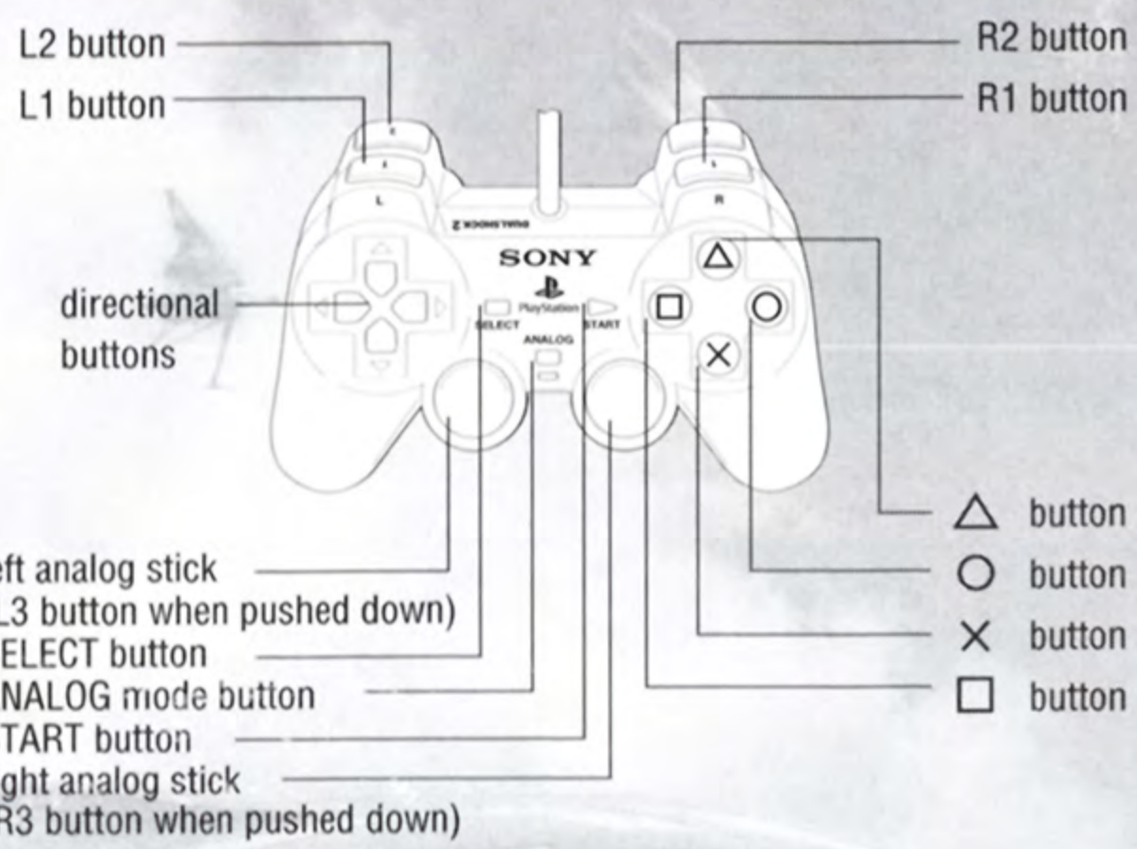
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **Battle Engine Aquila** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Menu Controls

left analog stick or directional buttons	Move through menu options
⊗ button	Select
△ button	Back

In Game Controls

CONTROL	WALKER MODE	JET MODE
left analog stick Up	Move Forwards	Accelerate
left analog stick Down	Move Backward	Brake
left analog stick Left	Strafe Left	Strafe Left
left analog stick Right	Strafe Right	Strafe Right
right analog stick Up	Look Down	Nose Down
right analog stick Down	Look Up	Nose Up
right analog stick Left	Look Left	Bank Left
right analog stick Right	Look Right	Bank Right
R1 button/R2 button	Fire Current Weapon	
L1 button/L2 button	Select Next Weapon	
▣ button	Transform To Jet Mode	Transform To Walker Mode
⊗ button	Activate Retro Thrusters (Hold)	
△ button	Cloaking Device available with the Battle Engine Unit -04S "Sniper."	
directional button UP	Zoom In	
directional button DOWN	Zoom Out	
START button	Pause	
SELECT button	Quit (Pause Menu). Press the ⊗ button to confirm	

BACKGROUND

Battle Engine Aquila takes place on an Earth-like planet called Allium in the Porrum system. Over recent decades, dramatic changes to the climate have caused the sea level to rise severely. The rising waters have reduced landmasses considerably and packed the population into ever decreasing habitable areas. Land is scarce and, as such, a valuable commodity.

Before the waters rose, two races, the Forseti and Muspell, historically occupied the Ampeloprasum Archipelago. Their history has long been dotted with skirmishes, conflicts and all out wars, but the Sohra Treaty of 1174 attempted to put an end to hostilities. It set aside the island of Kensor to be a demilitarized no-go zone to both races. Of course, the increasing necessity for dry land has meant that the old treaties are looking shakier and shakier, and it's only a matter of time before tensions will once again result in war.

Forseti

Forseti covers the islands from Forseti Major to Castellian.

The islands themselves are well cultivated and fertile with most of the landmass given over to farms and townships.

The Forseti people are technologically advanced. The environmental changes were seen coming a long way off and, although they were unable to counteract them, they were considerably better prepared than many of the other nations.

Muspell

The nation of Muspell covers the islands from Iron Isle to Sentinel. The islands are largely arid.

The Muspell, on the whole, are a lot more aggressive than their Forseti neighbors. They believe in strength and the will to survive no matter what the cost. Muspell soldiers are genetically engineered to enhance their physical abilities. They feel no pain and know no fear.

STORY

You are Hawk Winter, a Forseti dockworker.
Your day consists of nothing more entertaining
than operating cargo loaders.
At night, however, the illicit world of loader racing
is your arena and you are king. Of course,
as is the way with these things, something
much bigger is on the horizon...

MAIN MENU

Use the left analog stick or directional buttons to highlight the required option before pressing the ⊗ button to select it.

New Game
This option starts a new game from scratch.

Continue Game
Continuing returns you to the point you last reached in the current game. This option is only available if there is a game already in progress.

Load Game
This option takes you to the Load Game Screen where you may load a game that you have previously saved.

Save Game
This option takes you to the Save Game Screen where any progress you have made can be saved. This option is only available if there is a game already in progress.

Multiplayer
Multiplayer takes you to the Multiplayer Select screen where you and a friend can either unite to fight the Muspell forces, sign up for either side and join a battle or settle your differences in a head to head arena.
Hint: Other Multiplayer levels become available only after completing the last level in Single Player mode.

Goodies
Use this option to go to the Goodies Screen and view any Goodies that you have acquired.

Options
This option takes you to the Options Screen where you can alter the game options to best suit yourself.

MISSION SELECT

Starting a New Game, Loading or Continuing a previous game will bring you to the Level Select screen. Here you can choose which mission you would like to attempt.

Available missions show up as circles. Highlight the mission you wish to play using the directional buttons or the left analog stick and press the ⊗ button. This will take you to the Mission Briefing and Select Configuration screens.

Grades

As you complete missions, you will be awarded a grade for your efforts. Depending on how well you performed in the mission, you will receive an E grade (could do better) through A grade (very good) and possibly even S grade (excellent!). If you wish to enhance your grade, you can retry any mission at any time. If you succeed in bettering your grade, then the new one replaces the old grade.

Evo Missions

Most missions also have an Evo variant. These are Evolutions of the basic level and are intended for the expert gamer who is in need of a more challenging experience. To reveal an Evo Mission, you must finish the previous mission with all Secondary Mission Objectives complete.

MISSION BRIEFING

The Mission Briefing gives you an idea of what your objectives will be in the upcoming mission. A short overview is displayed along with extra footage of important areas or targets that you need to watch out for while playing.

SELECT CONFIGURATION

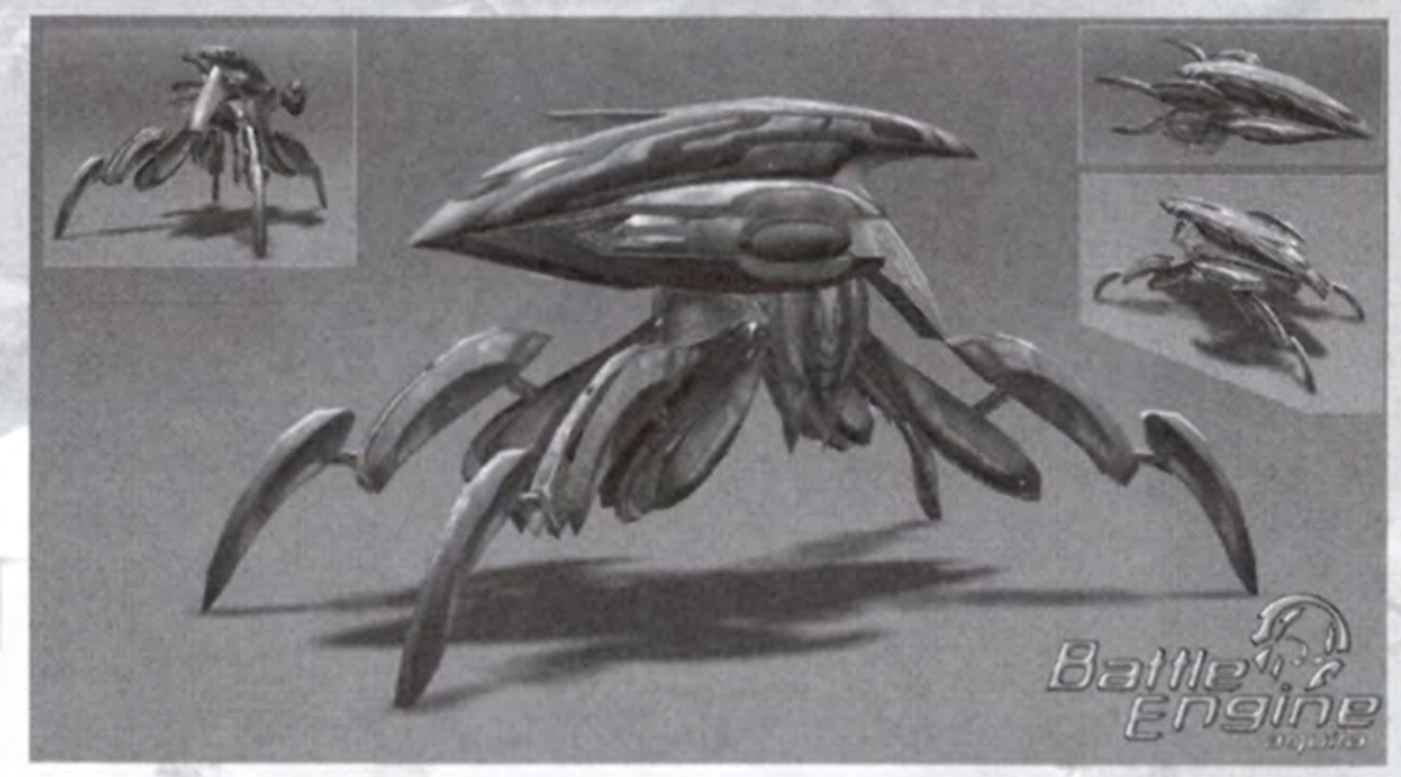
This is where you select your Battle Engine Configuration. For the first few missions, the only configuration available to you is the Prototype model. As you progress through the game, the Forseti scientists are constantly refining the design of the Battle Engine and coming up with new and interesting weapon loadouts for you to play with. Choose a layout that best suits your style of play and the requirements for the upcoming mission by pressing up or down on the directional buttons or the left analog stick.

WINGMAN SELECT

On certain levels you will be able to select a wingman to accompany you by pressing left or right on the directional buttons or the left analog stick. Your wingman will stay relatively close to you in the battle and target nearby enemy units automatically.

IN GAME

THE BATTLE ENGINE



The Battle Engine Aquila is the latest, most advanced war machine ever to be developed by the Forseti military. It utilizes fearsome firepower in a light yet strong chassis that is capable of two modes of transport to allow for excellent versatility.

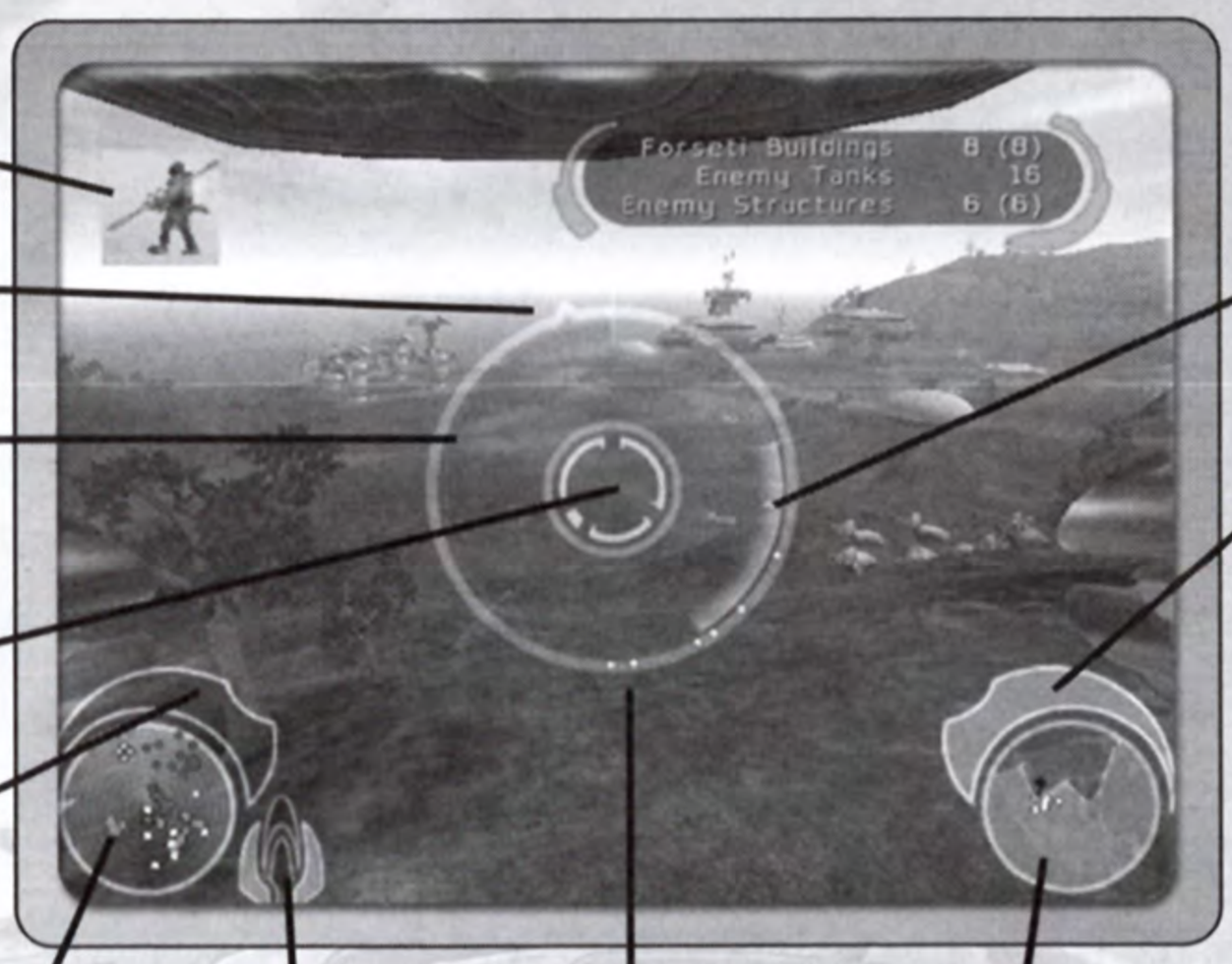
Walker Mode

Walker Mode is a ground-based mobility system that uses four legs to allow for maximum stability while still permitting a wide variety of terrain to be negotiated. Towering over all other units on the battlefield, the Battle Engine can bring its most powerful weapons to bear easily. A powerful Shield Generator – which can absorb most impacts long before they reach the Plasteel Armor coating – provides protection.

Jet Mode

Jet mode is all about speed and rapid deployment. Designed for quick raids into enemy territory, Jet Mode allows the Battle Engine pilot to rapidly fly to the desired target zone before transforming back into Walker Mode and engaging the enemy. It also allows for limited air unit interception. While in Jet Mode, Energy is diverted from the Shield Generator into the Lift Unit, which keeps the Battle Engine in the air. The drawback is that the Shield Generator does not function in Jet Mode.

IN GAME



HUD

All of the information you require to pilot the Battle Engine is displayed on the HUD system. Learning to interpret that information is vital if you wish to become an ace pilot and hero to the Forseti people.

Armor Gauge

The Armor Gauge indicates how much Armor the Battle Engine has remaining. If this gauge ever reaches zero then the Battle Engine is destroyed and the level is lost. Armor can be repaired at Repair Pads that may be located in either Forseti bases or larger support vessels.

Energy Gauge

The Energy Gauge displays the amount of Energy the Battle Engine has. Energy is used in one of two ways. While in Walker Mode, Energy acts as a Shield, helping to reduce the damage done to the Battle Engine's Armor. If the Battle Engine is stood on the ground, the Shield is recharged automatically.
In Jet Mode, however, the Energy is used to keep the Battle Engine flying. If the Energy reaches zero in Jet Mode, the Battle Engine will slowly fall out of the sky.

Targeting Reticle

The Targeting Reticle comprises of two sections.

- Aiming Reticle: First is the Aiming Reticle, which indicates where the Battle Engine is currently aiming its weapon. It also functions as an enemy identifier. Enemy targets will cause the Aiming Reticle to shrink and turn red. Friendly targets cause the Aiming Reticle to expand and fade out, thereby indicating that they should not be shot at.

- Rangefinder: The second section is the Rangefinder. If the target is within the current weapon's effective range, the Rangefinder will contract.

Scanner

The Scanner is an advanced sensor array that shows the pilot the location of nearby friendly and enemy units. Friendly units show up as blue areas and enemy ones, red. Individual units may also be highlighted in yellow to show particular mission objectives.

Threat Circle

The large circle in the center of the screen is the Threat Circle. For the most part it is used as a compass with the notch indicating North. If that is pointing towards the top of the screen then the Battle Engine is pointing Northwards. When in combat, however, the Threat Circle takes on a more useful role of indicating whether any missiles are currently tracking the Battle Engine and from which direction they are coming from. These are represented by triangles that move towards the Threat Circle. This shows the pilot both direction and distance to the missile, enabling him to make the best choice regarding evasive maneuver.
Any units that are highlighted on the Scanner as Mission Objectives will also appear on the Threat Circle to indicate their direction in relation to the Battle Engine.

Current Weapon

The Current Weapon indicator actually features three distinct sections.

- Weapon Name: The first section displays the name and location of the Current Weapon, showing the pilot which weapon is ready to be fired.
- Charge Gauge: Some weapons may be charged up to fire more powerful rounds or larger bursts. The second section is the Charge Gauge, which fills up as the weapon is charged. Once the gauge reaches maximum, the weapon is fully charged and ready to be fired.
- Status Gauge: The final section is the Status Gauge, which displays the current status of the weapon. Weapons that use ammunition display how many rounds remain for the current weapon. Energy based weapons require no ammunition to fire but they do build up heat. For these weapons, a Temperature Gauge showing just how hot the current weapon is replaces the Ammunition Counter. All Energy weapons have built in safety measures to prevent them from firing when too hot. These safety devices disengage and the weapon may be fired again once it has cooled down to safe levels.

IN GAME

Battle Line Indicator

Tactical updates from Forseti High Command are fed directly into the Battle Line Indicator, showing an up to the minute representation of the current state of the battle. Areas that are under Forseti control show up as blue while areas belonging to the Muspell are red. The Battle Engine's location and orientation are also shown along with any major conflicts that might be occurring at that moment in time.
In addition to Tactical information, the Battle Line Indicator is also used for identifying the broadcaster of incoming radio messages.

Target Information Indicator

Basic information about the unit currently being targeted shows up in the Target Information Indicator. This provides the pilot with a view of the current target as well as an approximation of its Armor or health status.

Warning Messages

A number of warning messages may be displayed. These are all fairly self-explanatory.

- Incoming Missile: An enemy missile has locked onto the Battle Engine and is heading your way.
- Incoming Warhead: An artillery weapon has been fired at the Battle Engine's location.
- Energy Low: The Battle Engine's Energy is running low.
- Armor Low: The Battle Engine has sustained major damage to its Armor.
- Ammunition Depleted: The current weapon has run out of ammunition and needs to be reloaded at a Repair Pad.
- Stall: The Battle Engine is travelling below the minimum speed required to keep it in the air. Continued stalling will cause the Battle Engine to automatically transform back into Walker Mode and fall out of the sky.
- Weapon Augmented: Your primary weapon is in an Augmented state (see the weapon descriptions below for details).

Other Information

At times during particular missions, other information will be displayed. This information varies on a mission-by-mission basis but will normally provide the pilot with various statistics, such as the overall status of friendly units or the number of particular targets remaining.

IN GAME

BATTLE ENGINE WEAPONS

In keeping with its versatility, the Battle Engine can be fitted with a variety of weapon systems to suit a wide range of target. Each weapon has its own strengths and weaknesses and these are all displayed in the Select Configuration screen, which shows how well it performs against Infantry, Vehicles and Aircraft.

IS-5 Pulse Cannon

The IS-5 is an enhanced version of the IS-2 Pulse Cannon fitted to the majority of Forseti tank units. It fires a powerful energy pulse that explodes on impact and is excellent against armored units. The IS-5 may also be charged up to fire an even larger pulse.

Vulcan Cannon

Useable in both Walker and Jet Modes, the Vulcan Cannon has the fastest fire rate of any weapon in the Forseti arsenal. It makes short work of infantry or lightly armored targets, shredding them in a hail of bullets.

Micro Missile Launcher

Micro Missiles are tiny, seeking warheads that rapidly home in on their target before exploding. The Micro Missile Launcher is configured to launch a spread of five missiles at once but by charging it up, it may be double loaded to launch a larger salvo. The launcher can also track multiple targets in close proximity to each other.

M-4 Blaster

A weapon that fires short pulses of laser energy. Its rapid rate of fire makes it excellent for dealing with infantry while each bolt packs enough punch to concern tank crews too.

Flux Missile

A multi-purpose seeking weapon who's plasma warhead is powerful enough to take out tanks and that is maneuverable enough to track fighters too.

Grenade Launcher

A long-range support weapon, the Grenade Launcher fires plasma grenades over great distances. Best used against large or static ground targets, the Grenade Launcher is particularly devastating when fired from a high vantage point.

Beam Laser

The MBC-1X is a variant of the MBC-1 Beam Cannon found on Bardiche Assault Tanks. It fires a continuous, focused stream of energy at its target. This beam can cut through Armor with ease and is ideal when facing a tight formation of enemy tanks.

Torpedo Launcher

Energy Torpedoes feature a plasma warhead with a thruster unit. They have no seeking capabilities, but they may be fired in rapid succession and pack quite a punch on impact.

Rail Gun

The Rail Gun uses a series of electromagnets to accelerate a magnesium round to near relativistic speeds. This enables the round to punch through just about any Armor found on Muspell units.

Spread Bomb

Spread Bombs are the largest and most powerful weapon available to the Battle Engine in Jet Mode. They are ideally suited for taking down large, static targets like buildings or dense troop concentrations.

WEAPON AUGMENTATION

The Battle Engine has an additional defensive measure - as your Shields absorb energy from incoming fire and explosions, they store part of the energy and redirect it to the primary weapon. This means that after a taking a certain amount of damage, your next shot with your primary weapon will be an "Augmented" round, the effects of which vary, but have much more power than a standard round. As a safety feature, in order to fire an augmented round the weapon must first be fully charged.

IN-GAME PAUSE MENU

Pressing the START button when playing the game will cause the action to be paused and a menu to be displayed.
From this menu you can view a log of all the radio messages that have been transmitted to you, and a briefing screen detailing the current mission objectives and status.
You can also retry a level from the beginning, or quit back to the main menu.
Selecting Options will take you to a screen that allows you to adjust the volume of sound and music playback, turn vibration ON/OFF, and adjust DUALSHOCK®2 analog controller configurations.

LOADING AND SAVING

Saving of your progress in **Battle Engine Aquila** is handled automatically.

When you select New Game from the Main Menu, you will be prompted to choose which MEMORY CARD slot your progress should be stored to; you will also be asked to name your save game. To prevent damage during loading and saving it is advised you do not remove the memory card (8MB) (for PlayStation®2) during loading/saving operations.

After this, your progress will automatically be saved every time you successfully complete a level.

If the game is unable to save your progress automatically (e.g. if you have removed the memory card (8MB) (for PlayStation®2) from the console) you will get the opportunity to choose a new save location.

MULTIPLAYER

Battle Engine Aquila allows you and a friend to play at the same time. There are three Multiplayer Modes to choose from.

SKIRMISH

One player joins the Forseti and the other the Muspell, as both sides attempt to gain control of an island. Help your side's forces to eliminate enough of the enemy presence so that the island can once again be part of your nation.

VERSUS

One-on-one combat. This mode pits Battle Engine versus Battle Engine in a fight to the death in a Tournament arena. Each player has a number of lives available and the last player standing wins. Be warned that most of the arenas also feature enemy units who won't think twice about taking pot shots at either player.

COOPERATIVE

Team up with your friend and take on the Muspell forces once more. Each player has a limited number of lives available and if either one runs out it's game over, so watch each other's backs! Surely with two Battle Engines, the Forseti must be victorious?

GOODIES

As you progress through the game, you will acquire Goodies. These special rewards can be anything from concept artwork or background information to full technical unit specifications or other surprises! Check this screen often, especially after completing missions.

OPTIONS

The Options screen allows you to adjust the volume of sound and music playback, turn Vibration ON/OFF, and adjust DUALSHOCK®2 analog controller configurations.

HINTS AND TIPS

- The weapons in Jet Mode are considerably less effective than the weapons available in Walker Mode. Couple this with the fact that Jet Mode doesn't allow the Shield Generator to function and you will see that you should only really use Jet Mode when you need to get somewhere quickly and use Walker Mode when you have to blow something up.
- Staying on the Forseti side of the Battle Line (blue area) is considerably safer than venturing into the Muspell (red) zone, as friendly units are more likely to be around to lend a helping hand if things get rough.
- Try not to use up all of your Energy while flying, especially if you are about to land in a combat situation. Running out of Energy in the air means that you won't have any Shields when you land.
- Firing Energy Weapons reduces the rate at which your Shields regenerate.
- Repair Pads are your friends. Low on Armor? Go visit a Repair Pad.

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Kids, check with your parent or guardian before visiting any web site.

Visit and you will discover that Infogrames web sites contain such things as:

- Hints and Tips
- Interviews
- Community
- Demos
- Competitions
- And much more

We are constantly updating our web sites so stop by and visit us frequently. With events and new additions planned, you won't want to miss out!

TECHNICAL SUPPORT

(U.S. & Canada)

Help Via the Internet

Up-to-the-minute technical information about Infogrames, Inc. products is generally available 24 hours a day, 7 days a week via the Internet at:

http://www.ina-support.com

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

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For phone assistance, call Infogrames, Inc. **Tech Support** at **(425) 951-7106**. Our **Interactive Voice Response** and **Faxback** system is generally available 24/7, providing automated support and allowing FAQ documents to be faxed to you immediately.

This console-based product has automated support which includes information such as gameplay tips, information on Control Keys, possible Cheat Code combination keys, and instructions for finding secret screens and/or additional game levels (if these type of items exist and are made available for this particular product).

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Tech Support #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Tech Support #** is located in several places (on the CD label, Game Pak, package and/or plastic disc case, if applicable) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Tech Support #. (For example, Tech Support # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Tech Support # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

You may also fax in your Technical Support questions or problems to: **(425) 806-0480**, or write to the address below.

Product Return Procedures in the United States & Canada

In the event our technicians at **(425) 951-7106** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. Any materials not containing this RMA# will be returned to you unprocessed. Send your materials to the following address:

Infogrames, Inc.
Attn: TS/CS Dept.
13110 NE 177th Place
Suite # B101, Box 180
Woodinville, WA 98072-9965
RMA #:

Warranty Policy in the United States & Canada

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Infogrames, Inc. will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging. If you do not have the original receipt, or if the warranty period has expired, Infogrames, Inc. will replace the product storage medium for a nominal fee.

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